

SEE IN THE NEW YEAR WITH..

SONIC

THE COMIC

CRAWL
BADNIK
PIN-UP!



PLUS

FIGHTING
VIPERS &
BUGS BUNNY
REVIEWS!

UK's OFFICIAL
SEGA
COMIC
STARRING
SONIC THE
HEDGEHOG

COME
ON IN!
ALL NEW
STORIES!



£1.20 • № 94
6 JANUARY 1997

e
SCC
Archives
3
FORTNIGHTLY

CONTROL ZONE



Hey, Boomers,

Can you move? Are you lying around like a big barrage balloon from endless chomping through your umpteenth Christmas stocking! Well, the time has come to put down that turkey sandwich and pick on this, the last power-packed issue for 1996 which features all new, faberoonie Sonic, Knuckles, Decap Attack and Sonic's World stories...

I'm in a state of shock as I write this as the humes-who-think-they're-in-charge gave me a copy of the game no Mega Drive owner should be without, Sonic 3-D, so I'll just leave you with this thought - a whole new year of STC's await you!

HERE'S TO CIRCUIT SHATTERING CELEBRATIONS!

Megadroid

THE COST OF STC!

There's some not-so-good news and some great news concerning the next issue of STC! The not-so-good news is that the price is going up by just 5p from STC 95. Perhaps it's to keep Sonic in power sneakers, but one thing's for sure, even at £1.25 STC will still be providing you with the very best in comic entertainment each fortnight!

The great news is there's a fantastic Sonic Spinner cover gift (see right) - and that's just for starters as there's more fantastic gifts to follow (STC 96 comes with an exclusive Sonic badge). Plus, there's more mega surprises to

follow, so stick with STC and next issue you'll be able to perform spin attacks worthy of Sonic himself!



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- FEATURES EDITOR: Audrey Wong
- DESIGNER: Gary Knight
- COVER ART: Richard Elson
- PRODUCTION: Sarah Colley
- CONSULTANT: Richard Button

Published weekly after Wednesday by Segment Homey Ltd, 25/27 Tiverton Place, London WC1R 9QH. News & Events may not be up to date for issues due to mailing dates shown on the covers. Printed or Imported by DPC Reprographics (Luton) Ltd. A member of The British Printing Company Ltd. © 1996 printed by Southend Reprinters Printers Ltd, Colchester. Originated by Five-Point Services Ltd, Luton. Copyright © Shamy (Shamy Ltd, 1997. Copyright © Sega Enterprises Ltd. Licensed by Copyright Protection Inc. Reproduction without permission strictly prohibited. Distributed by Segment Homey Ltd, 1979 London Road, Walthamstow, London E17 8QE. Tel. 0181 871 1799 (Customer Service). Advertising Tel. 0171 886 1471. ISSN 0959 9882.

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ChartTrack
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SEGA

up/down RE/NEW entry non mover

MEGA DRIVE

- | | |
|-------|-----------------------------|
| 1 NEW | PREMIER MANAGER '97 |
| 2 ↑ | TOY STORY |
| 3 NEW | SONIC 3D |
| 4 ↓ | DESERT STRIKE |
| 5 ↓ | ROAD RASH 2 |
| 6 ↓ | SONIC AND KNUCKLES |
| 7 ↓ | LOTUS TURBO CHALLENGE |
| 8 ↓ | WORMS |
| 9 ↓ | DYNAMITE HEADY |
| 10 ↓ | TAZ-MANIA: ESCAPE FROM MARS |

SATURN

- | | |
|-------|---------------------------|
| 1 NEW | DAYTONA USA CHAMP EDITION |
| 2 NEW | TOMB RAIDER |
| 3 NEW | WORLDWIDE SOCCER '97 |
| 4 NEW | FIGHTING VIPERS |
| 5 RE | LOADED |
| 6 ↓ | HIGHTS |
| 7 ↓ | ATHLETE KINGS |
| 8 ↓ | ALIEN TRILOGY |
| 9 ↓ | DESTRUCTION DERBY |
| 10 ↓ | SEGA RALLY |

MEGA-CD

- | | |
|-------|-------------------|
| 1 RE | ECCO THE DOLPHIN |
| 2 ↑ | THUNDERHAWK |
| 3 ↓ | TOMCAT ALLEY |
| 4 ↑ | SILPHEED |
| 5 RE | HOOK |
| 6 RE | ETERNAL CHAMPIONS |
| 7 ↓ | ROAD AVENGER |
| 8 ↓ | SONIC CD |
| 9 RE | CHUCK ROCK 2 |
| 10 RE | WOLFCHILD |

GAME GEAR

- | | |
|--------|-------------------------------|
| 1 ↑ | DYNAMITE HEADY |
| 2 RE | MICRO MACHINES |
| 3 ↑ | COLUMNS |
| 4 ↓ | MICRO MACHINES 2 |
| 5 ↓ | SONIC THE HEDGEHOG |
| 6 ↑ | SONIC: TRIPLE TROUBLE |
| 7 RE | FANTASTIC ADVENTURES OF DIZZY |
| 8 ↓ | ECCO 2: THE TIDES OF TIME |
| 9 RE | COSMIC SPACEHEAD |
| 10 NEW | MAN OVERBOARD |

SONIC

THE HEDGEHOG

Eve of Destruction

COMPLETE STORY

Script: LEW STRIDER Art: RICHARD ELSON Lettering: TOM FRAME

A MONSTER RAMPAGES THROUGH NEW TEK CITY... AND EVEN THE COMBINED FORCES OF SONIC AND THE CHAOTIX CREW SEEM UNABLE TO DEFEAT IT!

THIS DUDE IS GETTING STRONGBEAN! THIS IS BAD NEWS!

UNH! TOO RIGHT. MIGHTY! I'M MISSING A COOL NEW YEAR PARTY FIGHTING THIS CREEP!

BULK SMASH!

...BUT WHERE DID THIS CREATURE COME FROM? LET'S GO BACK A FEW HOURS TO A PARTY ON NEW YEAR'S EVE AND MEET BORING SCIENTIST, DOCTOR BOB BOBBLE...

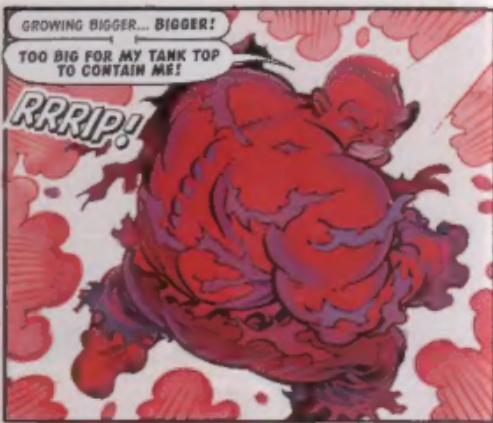
...AND IN THE FORTHCOMING YEAR, I PLAN TO INTENSIFY MY RESEARCH INTO DELTA WAVE ENERGY. TO FORMULATE A THESIS THAT ONE DAY MAY BE ABLE TO...

TAWN! SORRY, DOCTOR BOBBLE. BUT IT'S NEARLY MIDNIGHT AND I HAVEN'T HAD A DANCE YET!

THE MARCH OF SCIENCE HAS NO TIME FOR SUCH FRIVOLITIES, YOUNG LADY!

GIVE IT A REST, DOC! IT'S A PARTY!





MEANWHILE, ON THE STREET...

MAYBE WE SHOULDN'T BE IN PUBLIC LIKE THIS! WE'RE STILL WANTED BY THE POLICE, REMEMBER?

YEAH, FOR A CRIME WE DIDN'T COMMIT!

RELAX, DUDES! WE WON'T BE SPOTTED IN THIS CROWD!



YIPITY-YAPITY-DEE! IT'S ALMOST TIME TO RING-A-DING IN THE NEW YEAR!

SOMETHING TELLS ME THAT MOMENT MIGHT BE DELAYED! LOOK!



I RIP BELL FROM TOWER WITH MY NEW STRENGTH! I STOP YOUR FUN!



HE'S HURLING THAT BELL TOWARDS THE CROWD!

TELL ME SOMETHING I DON'T ALREADY KNOW, VECTOR!



GOTTA CAUSE AN UPDRAFT WITH MY SPEED... TO CUSHION THE FALL OF THE BELL!





KEEP THE BULK BUSY, SONIC! I'M GONNA SEE IF THERE'S ANYTHING TO STOP THIS MONSTER IN BOBBLE'S LABORATORY!

GEE, I'M GLAD YOU PASSED UP THE EASY JOB!



I'VE REPAIRED THE MACHINE THAT CAUSED HIS TRANSFORMATION! REVERSING THE POLARITY OF THE DELTA RAYS SHOULD CHANGE THE BULK BACK INTO BOB BOBBLE!



PAZZAZ!



I... I'M BOB AGAIN! EVEN MY HIGH INTELLIGENCE HAS RETURNED... I CAN FEEL MY BRAIN CELLS REPLACING BRUTE FORCE WITH SCIENTIFIC KNOWLEDGE!



COOL! I'LL JUST MAKE SURE YOU CAN'T USE THIS AGAIN!

SMASH!



MAYBE YOU SHOULD USE YOUR KNOWLEDGE TO HELP OTHERS. INSTEAD OF TRYING TO BE SOMETHING YOU'RE NOT, BOZO!

HEY... YES... I WILL MAKE A NEW YEAR'S RESOLUTION TO BENEFIT THE POPULATION OF THIS NEEDY WORLD WITH MY GENIUS! I WILL...

...WHILE YOU'RE AT IT, MAKE A RESOLUTION TO LIGHTEN UP! YOU'RE SENDING ME TO SLEEP AND I WANNA PARTY!

SIGH.



REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

STC'S RATING SYSTEM
UNDER 50 = YAWNNSVILLE

40-70 = NORMALSVILLE
70-89 = FUN CITY

80-90 = BIG TIME CITY
OVER 90 = MEGA CITY

FIGHTING VIPERS

Reviewed by Chris Jones.



SATURN

GAME TYPE:	3-D BEAT 'EM-UP
PLAYERS:	1-2
PUBLISHER:	SEGA
PRICE:	£49.99
RELEASE DATE:	OUT NOW
AGE SUITABILITY:	ALL



The latest in arcade hits, Fighting Vipers has now burst on to the Saturn, a 3D beat 'em-up with street-cool fighters who are as hard as their armour. There are nine Fighting Vipers who all fight fast, full on, and in a frenzy for action-packed combat. 'Picky' is a cool skateboard fighter who uses his board as a weapon rather than transport, while 'Bahn' is a vigilante gang leader whose fighting style is not at all honourable. All the other fighters have their own particular style of warfare but this game has two features that distinguish it from the Virtua Fighter series.

Firstly, all the characters have two sets of armour for both upper and lower body areas. This protects them until they lose it and then they are vulnerable. The armour can be broken off by 'Armour Breaker Moves' and then it flies off in a shower of sparks with a rapid reply from three dramatic angles. The other main feature that makes this game original are the walls. Each arena is enclosed by walls that are a crucial part of the gameplay. Use the walls to box opponents in, perform special moves off them

and even scale them and descend on your enemy. These two features make for exciting and furious gameplay.

Great animation ensures the fighting is quick and the great scenery means that battles are fought out in stunning arenas. The sound effects reflect the tornado-like fighting and with its extra features the game will keep you interested. These options include a training mode to practice in, which has a moves list and instructions on how to perform them. There is even a playback mode that allows you to save on to memory a resounding victory over a friend. These Fighting Vipers are awesome!



FINAL COUNTDOWN

RAVES

It's all great!



GRAPHICS 90

SOUND 85

GRAVES

Lower resolution characters than VF2 but still great.



PLAYABILITY 95

OVERALL 95

BUGS BUNNY IN DOUBLE TROUBLE

Reviewed by Chris Jones.



GAME TYPE: PLATFORM
PLAYERS: 1

PUBLISHER: WARNER BROTHERS
PRICE: £39.99

RELEASE DATE: OUT NOW
AGE SUITABILITY: ALL



To some folk Bugs Bunny is one of the coolest cartoon characters around. With his catch-phrase: "What's up Doc", he always outwits his enemies and gets away with his mischievous behaviour. In Double Trouble, a new platform game for the Mega Drive, 'Bugs' once again finds himself in a pickle and it's up to you to make sure things work out for this sharp rabbit.

The plot in this game involves a sleeping Bugs being attacked in dreamland by a mad scientist. This scientist wants Bugs Bunny's brain for his new robot, but our carrot crunching hero escapes, and using the scientist's television, travels through dreamland. Bugs encounters his Looney Tune pals who are helping the



mad scientist (remember Daffy Duck, Elmer Fudd, Yosemite Sam and Marvin the Martian?).



At the start of the game Bugs gets a choice to set off on his adventure via two different routes. He

can opt for a jungle world full of rope ladders where Daffy Duck must be teased into following him or he can start in a bull-ring where Bugs must gain access to a secret underground world.

This platform game is a very average offering. The graphics and gameplay are nothing special and the sound is annoying. The characters are good but no real thought has gone into how to use them in an original way. Bugs Bunny would not be amused.



FINAL COUNTDOWN

RAVES

Fine for Looney Tune fans.



GRAPHICS

60

GRAVES

Bull platform game!



SOUND

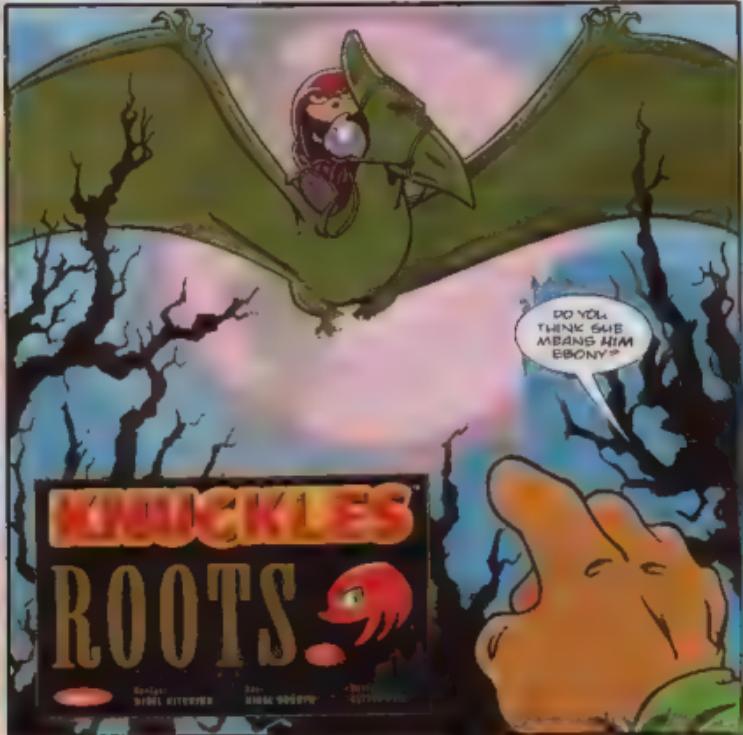
20

PLAYABILITY

20

OVERALL

60











NEXT ISSUE TALK TO THE TREES!

Decap Attack

THE HUNGRY GUEST

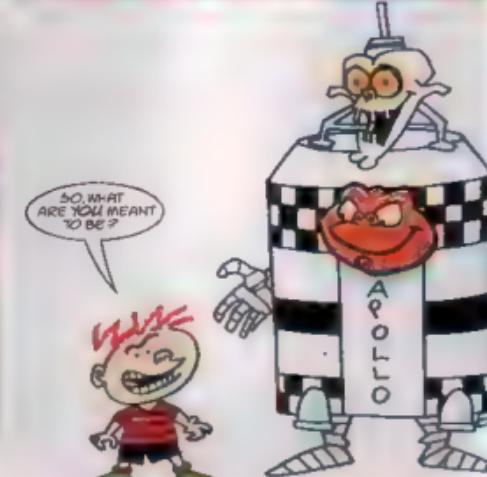
COMPLETE STORY

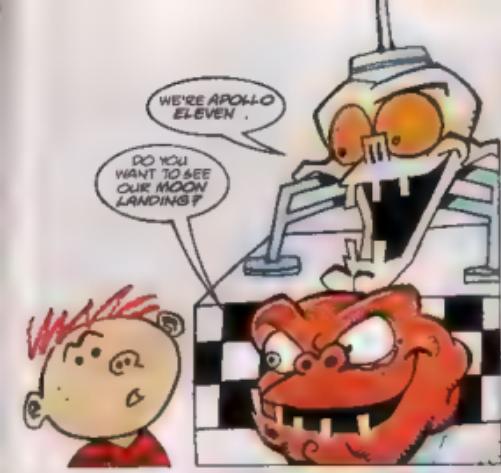
SCRIPT
NIGEL KITCHING
& RICHARD RAYNE

ART
NIGEL KITCHING

LETTERING
ELIE DEVILLE











NEXT ISSUE: RAMY'S ADVENTURES!



ZONE

BECAUSE SO MANY OF YOU HAVE DEMANDED HELP ON THE CLASSIC SONIC GAMES, BOOMERS ARE REQUESTED TO HOLD THOSE Q-ZONE QUERIES.

BOOMER ALERT

SFC WILL LET YOU KNOW WHEN THE Q-ZONE IS OPEN FOR MINTS AND TIPS ON OTHER MEGA SEGA GAMES.



SONIC THE HEDGEHOG 3 Revisited



THE BOSSSES [CONT'D]

MARBLE GARDEN ZONE

ACT 1

TUNNELBOT

- Dash Attack through the wall to your right and you'll find yourself in a chamber with nasty Tunnelbot Badniks to the upper right
- Lumps of rock will fall from above. Avoid the dagger shaped rock and the Tunnelbot that zips down
- Take it out by carefully ramming the Badnik as it descends from above
- The end-of-act marker drops in from above, so rack up those points and try to get a bonus TV.

ACT 2

DOCTOR ROBOTNIK'S JET DRILL POD

- Quickly get Sonic to the far left corner and wait

for Robotnik to appear from above in his evil new machine.

- As soon as he's within range, leap up and ram him (it's possible to get in three solid hits).
- Robotnik's machine will then drop to the ground - so ram that too! It should then fall from under you.
- Never fear, Tails is here! Tails will grab Sonic and carry him into the sky. Move him across to the middle upper part of the screen and leap off hard at Robotnik. Bounce off him hard to avoid the pod's jet engines.
- Carefully position Tails so that Sonic can jump off onto Robotnik and bounce off him as he enters the screen.
- You can get in more than one hit if your timing is good and you bounce off him hard enough.
- After eight hits, the Jet Drill explodes. Your furry friends' prison ship floats in from above, enabling Tails to ram it and release him.

CARNIVAL NIGHT ZONE

ACT 1

SELF D-STRUCT MACHINE

This dude is quite tough to beat if you don't keep your wits about you. All you have to do is get it to destroy itself!

- As the D-Struct Machine drops in from above, stand to the left of it.

- As the blade separates from the body and flies up, try to keep as close as possible to the main body. The only way to beat it is to get the blade to ram the main body when it is open and extended.
- After four hits, it explodes and you drop down to the next act!
- At the bottom, you can leap up and bounce on the end-of-act marker to rack up your score!

ACT 2

DOCTOR ROBOTNIK'S ENERGY SHIP

- Robotnik will enter from the upper right in his ship.
- He will drop a ball from his ship, which you have to avoid. Robotnik will position his ship over it, creating an energy charge which sucks Sonic in!
- Push hard in the opposite direction and jump to avoid being pulled in. The suction will stop and Robotnik will descend to pick up the ball. Here's your chance...
- Quickly leap up and ram his ship. When he has collected the ball, you can still ram him, watch out as he'll drop the ball again soon after.
- When the ball has stopped moving, you can ram him again quickly, then move away to avoid the energy vortex.
- Repeat the above moves until you have hit him eight times. His ship will explode and go off to the right. You can follow him and release Sonic's friends again.

ICE-CAP ZONE

ACT 1

ICEBALL

This frigid droid sucks up ice balls which it uses to encircle itself with.

- Keep Sonic over to the right of the screen and wait for the Badnik to appear. Go to the upper left corner and then back to the right, above him. When the ice balls fly up, ram the Badnik as quickly as possible. The ice balls will drop from above - so avoid them!
- Keep to the far right and the process will be repeated again, with the ice balls being drawn in

from under Sonic to circle the droid. The Badnik will move to the upper left corner. Pause, then dash across to the left underneath until the ice balls have gone - then ram it!

- After five hits, Iceball will explode and you can hit the end-of-act marker for those crucial extra points.

ACT 2

DOCTOR ROBOTNIK'S FREEZE-O-MATIC

- Robotnik will drop in from the upper right in his latest contraption.
- Move Sonic left and wait for Robotnik to start moving towards you. As he approaches, an ice spray will blast out from underneath and left of his machine.
- Leap on to the platform under his ship and ram him quickly, then leap off it.
- Wait for Robotnik to fire off an icy spray straight down from under his ship, then leap on to the platform and ram him again. If Sonic gets caught in the spray, he'll be frozen into an ice block and lose his rings.
- If you keep calm and choose your moment carefully, you can take Robotnik out quite easily.
- Wait for the moment he fires a spray from directly under his ship and you will have an excellent chance of getting a quick hit against him.
- Once the Freeze-O-Matic explodes, head right and hit the button to release Sonic's pals from captivity.



Next issue: Concluding battle with the final Boss!

SONIC'S WORLD

THE MONSTER WAKES

NEW YEAR'S DAY ON
PLANET MOBIAUS!
WITHIN THE SECRET
UNDERGROUND
LABORATORY OF
TEKNO, GENIUS,
TERNO THE CANARY,
OUR HEROES GATHER

HAPPY NEW YEAR,
SHORTFUSE.
AHHWAAH!!

AHEM! THANK YE, TEKNO.
IT WOULD TRULY BE A HAPPY
NEW YEAR IF WE WERE TO
TRIUMPH OVER ROBOTNIK!

FORGET ABOUT ROBOTNIK
FOR ONCE, SHORTFUSE! IT'S
A DAY OF CELEBRATION!

YOU DON'T UNDERSTAND, JOHNNY! IT WAS ROBOTNIK WHO TURNED ME FROM
AN ORDINARY SQUIRREL INTO A CYBERMIK! HOW CAN I FORGET THAT?

I DIDN'T
MEAN

COOL IT, GUYS!
TEKNO'S GOT A
SUGGESTION
TO MAKE!

LISTEN GANG! MAYBE YOU COULD BE
MORE EFFECTIVE AGAINST ROBOTNIK
IF YOU USED MY LABORATORY AS
YOUR OWN SECRET BASE!

COOL! IT'S BETTER
THAN BEING ON THE
RUN ALL THE TIME!

HMM... NOT A
BAD IDEA, BUT IT'S A
BIT SMALL FOR FIVE
OF US!



LATER

THERE! THAT SHOULD GIVE YOU ENOUGH SPACE TO DESIGN LIVING QUARTERS FOR ALL OF YOU!

THANKS, KNUCKLES! YOU'RE WELCOME TO OUR ISLAND, COURSE.

YES! WE NEED TO STRENGTHEN OUR TEAM NOW THAT SONIC IS AWAY IN THE SPECIAL ZONE!

THANKS BUT I'M JUST PASSING THROUGH! I'M HEADING BACK HOME TO THE FLOATING ISLAND!

IF I HANG AROUND MUCH LONGER, YOU'D MAKE ME FITTING CARPETS!

LATER, SHORTHAUSE AND TALES CHECK OUT ONE OF THE FRESHLY DUG AREAS.

KNUCKLES DID A GOOD JOB! ONCE WE INSTALL ELECTRITY, WE'LL

HELP! CAN YOU HEAR SOMETHING BREATHING?

CRACKING A JOKE?

HE MUST BE IN A FESTIVE MOOD.

MY SENSORS DETECT IT'S COMING FROM THIS DIRECTION, TAILS! THERE'S SOMETHING DOWN HERE SOMETHING ALIVE!

IT IS?



AWSOME! A DRAGON!
BUT I ALWAYS THOUGHT
THEY WERE JUST CREATURES
IN FAIRY TALES!

ULP!
I HOPE IT'S
FRIENDLY!

WELL, LET'S SEE... YOU'VE
WOKEN ME UP A THOUSAND
YEARS TOO EARLY AND YOU
EXPECT ME TO BE FRIENDLY?

NO WAY!

NEXT ISSUE:
THE DRAGON STRIKES!

SPEED LINES



EITHER POST YOUR MAIL TO:
SPEEDLINES, SONIC THE HEDGEHOG, 20/21 TAUNTON PLACE, LONDON WC1H 9SU.

OR USE THE E-MAIL SERVICE IN THE BOX BELOW FOR DETAILS.

NO CLASS!

Dear STC,

Why do teachers always confiscate the best comics?
An STC-less Carlos Ferlance & Caleb Klaces, Moseley,
Birmingham.
Sonic & Knuckles Hog Tag Winners.



Give your teacher a
break, boys. She/he
probably just wanted a
good read!



Dale Phillipa Johnson, Ingleby Barwick, Stockton.
Sonic & Knuckles Hog Tag Winner.

DATA STROP!

Dear STC,

In my opinion the Data Strip at the back of the comic is a waste of space and a stupid idea, which is a shame because everything else is just great!

Stefan Evans,
Dublin, Rep. of Ireland.
Sonic & Knuckles Hog Tag Winner.



OK Stefan, you'll be
relied to learn that
the Data Strip is no
more after this issue -
however, a big thank-you to everyone
who sent them in in the past!

EVERYTHING PRINTED IN
SPEEDLINES WINS A
SENSATIONAL
SEGA MEGA HOG TAG!



Send your e-mail
messages to:
stc@egmont.co.uk
Be sure to include your snail mail (postal)
address if you want to win a prize!



Martin Wright, Heaton Norris, Stockport.
Sonic & Knuckles Hog Tag Winner.

KRISTIAN ORDERS!

Dear STC,

This is a message for Sonic which he should take special care to follow: I demand that you kill everybody in the city, because if you don't, I will turn you into hedgehog soup! Got it!

Kristian Stevenson-Edmunds,
Carmunnock, Scotland.
Sega Mega Hog Tag Winner.



Worth a try, Kristian,
but something tells me
you'd be the one who'd
end up in the soup!

NEXT ISSUE COVER GIFT!



SPINNER SPREE!

NEW
STORIES

SONIC'S
BIG FIGHT!

FUN

KNUCKLES
TALKS TO THE TREES!

AMY & TECHNO
GO UNDERGROUND!

FREEDOM FIGHTERS
ENTER THE DRAGON!

STC 95 ON SALE WED, 8 JANUARY '97

£1.25

DATA STRIP

I'VE BEEN READING
STC SINCE ...

ISSUE AGE

NAME
ADDRESS

MY FAVOURITE ...

FILM/VIDEO IS

BAND/SINGER IS

MY SEGA SYSTEM ...

TICK:-

GG MCD MD
MM MS 32X
SATURN

SEGA GAME INTO STRIP!

I WOULD LIKE TO SEE

AS A COMIC STRIP IN STC.

THIS ISSUE'S MEGA HITS!

1ST CHOICE

2ND CHOICE

3RD CHOICE

YOUR RATING FOR ISSUE 94

0%



Post to: Data Strip/Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU.